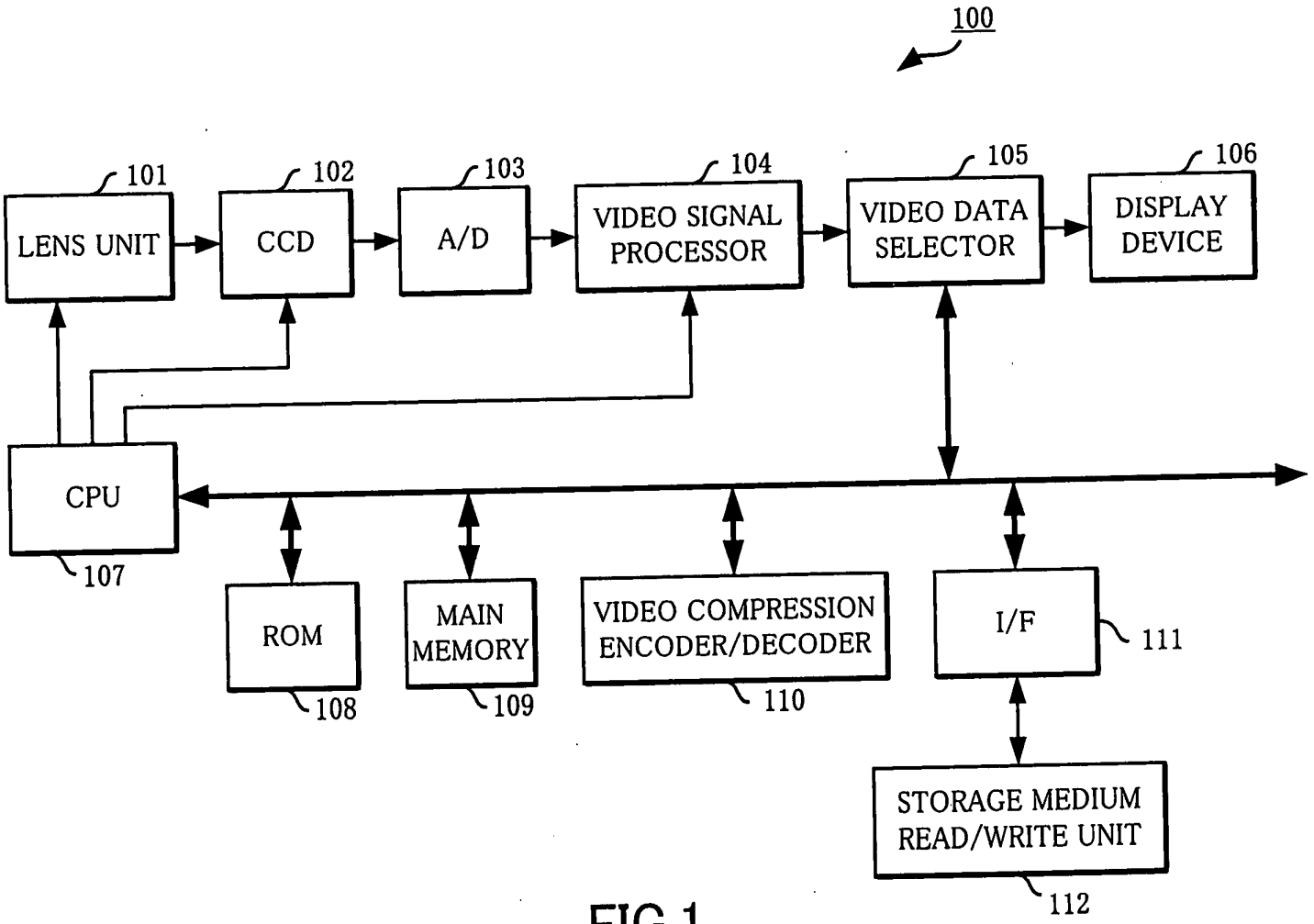
100
101
LENS UNIT
102
CCD
103
A/D
104
VIDEO SIGNAL PROCESSOR
105
VIDEO DATA SELECTOR
106
DISPLAY DEVICE
CPU
107
ROM
108
MAIN MEMORY
109
VIDEO COMPRESSION ENCODER/DECODER
110
I/F
111
STORAGE MEDIUM READ/WRITE UNIT
112

FIG.1

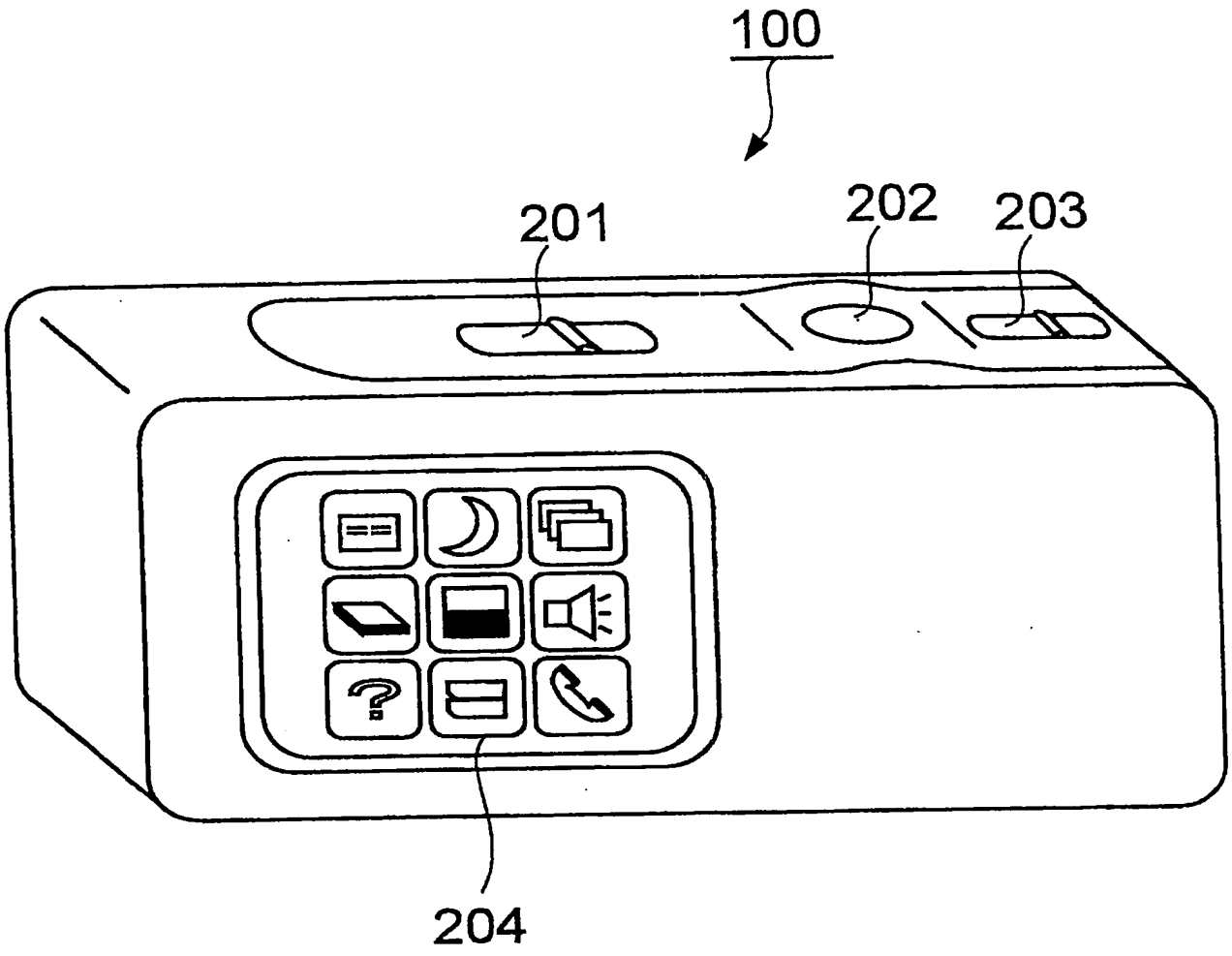

FIG. 2

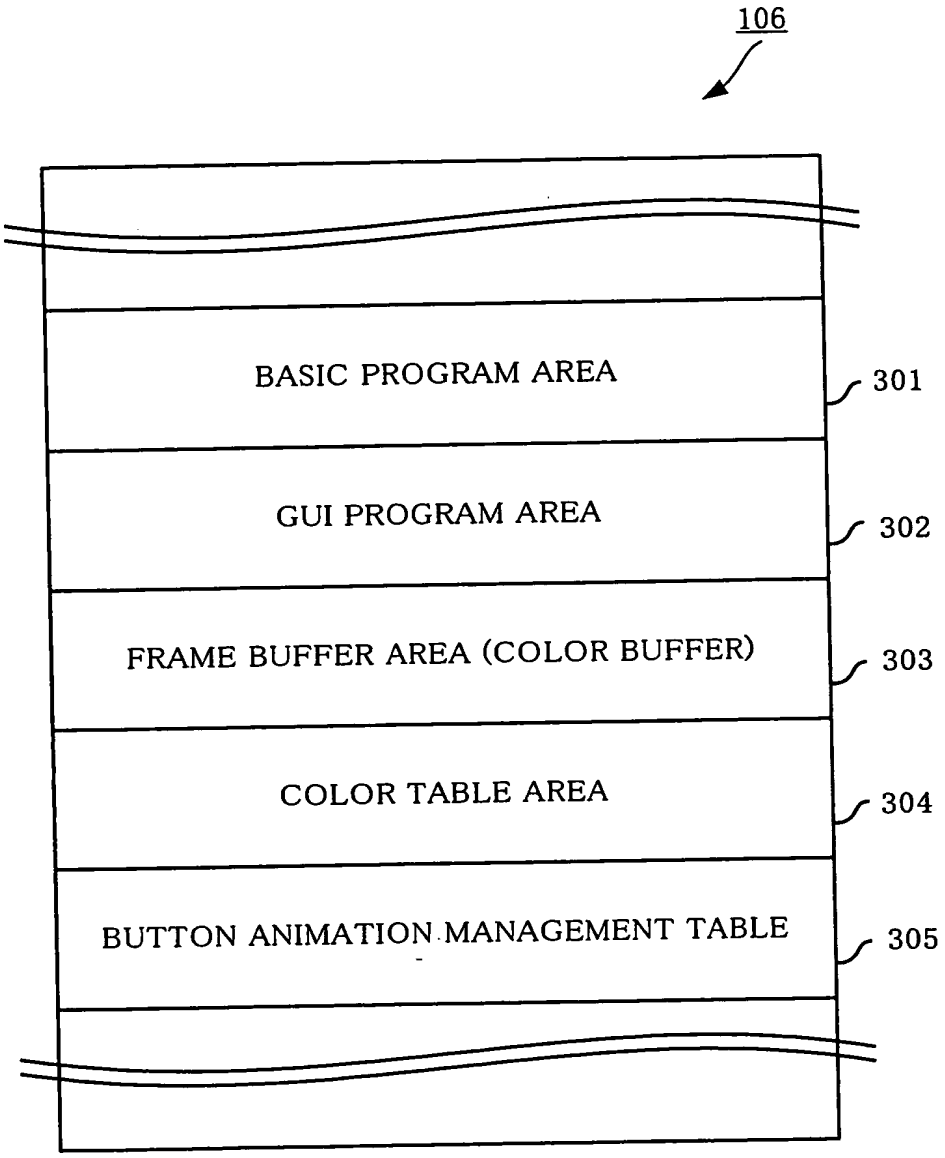
106
BASIC PROGRAM AREA
301
GUI PROGRAM AREA
302
FRAME BUFFER AREA (COLOR BUFFER)
303
COLOR TABLE AREA
304
BUTTON ANIMATION MANAGEMENT TABLE
305

FIG. 3

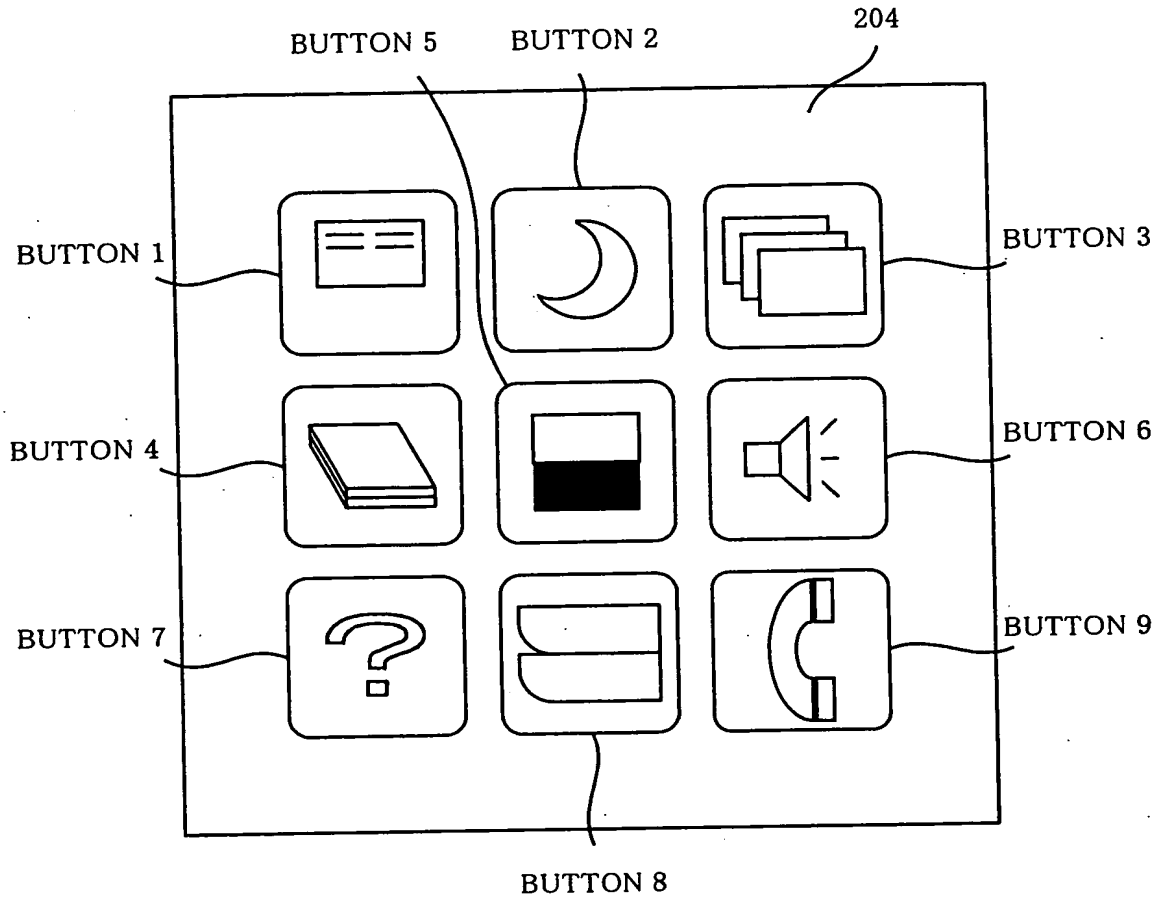
204
BUTTON 5
BUTTON 2
BUTTON 1
BUTTON 3
BUTTON 4
BUTTON 6
BUTTON 7
BUTTON 9
BUTTON 8

FIG. 4

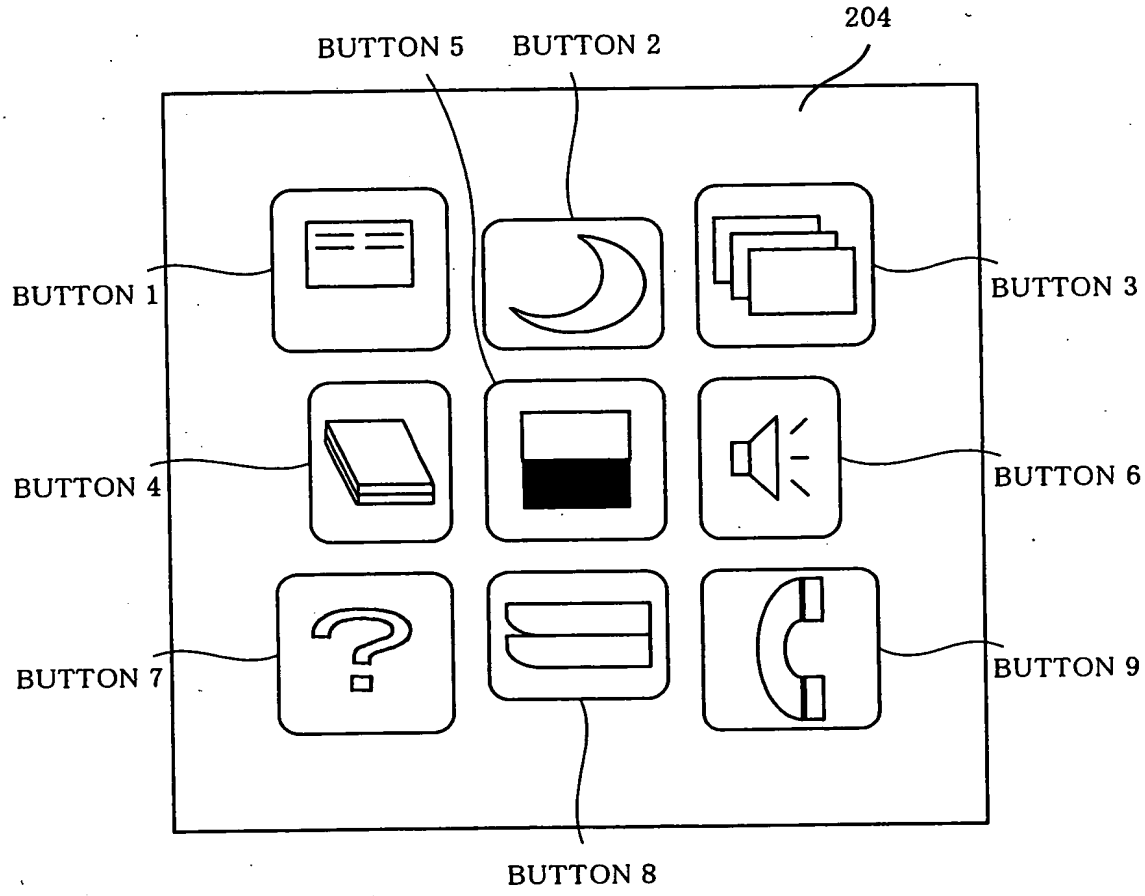
204
BUTTON 5
BUTTON 2
BUTTON 1
BUTTON 3
BUTTON 4
BUTTON 6
BUTTON 7
BUTTON 9
BUTTON 8

FIG. 5

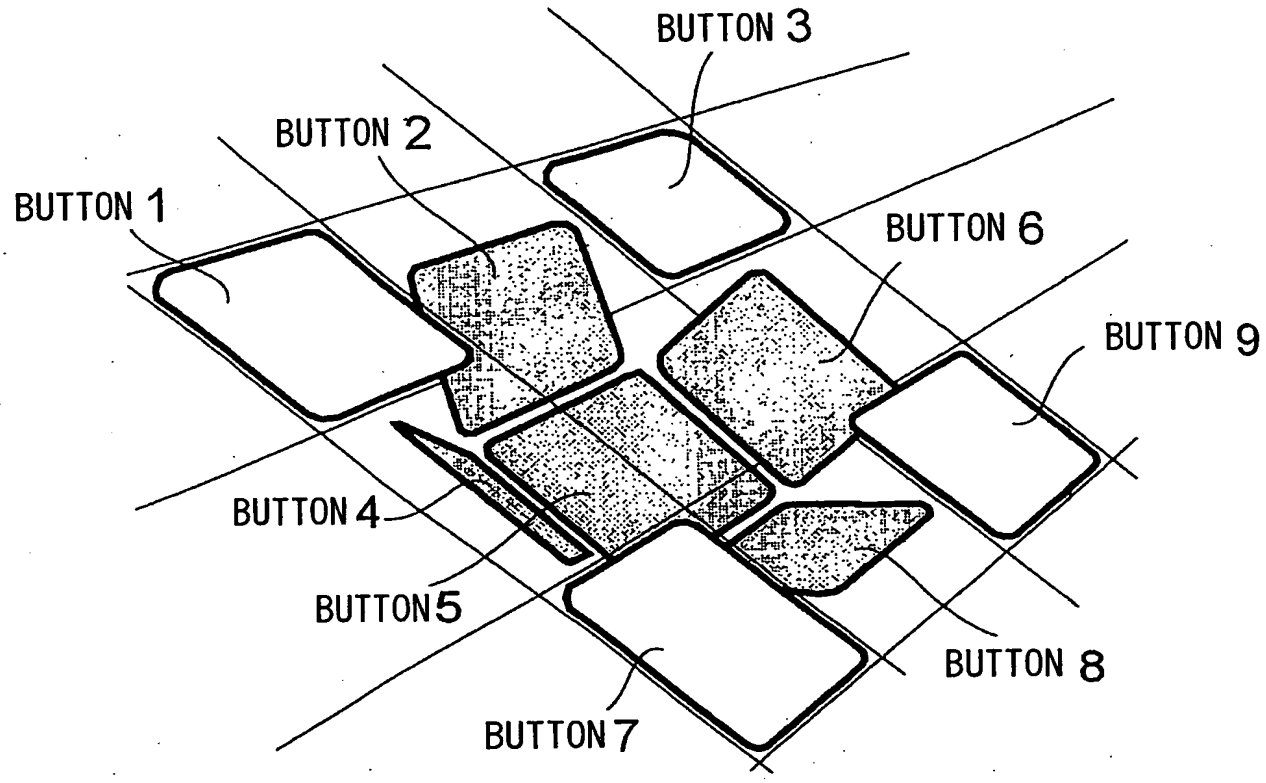
BUTTON 3
BUTTON 2
BUTTON 1
BUTTON 6
BUTTON 9
BUTTON 4
BUTTON 5
BUTTON 8
BUTTON 7

FIG. 6

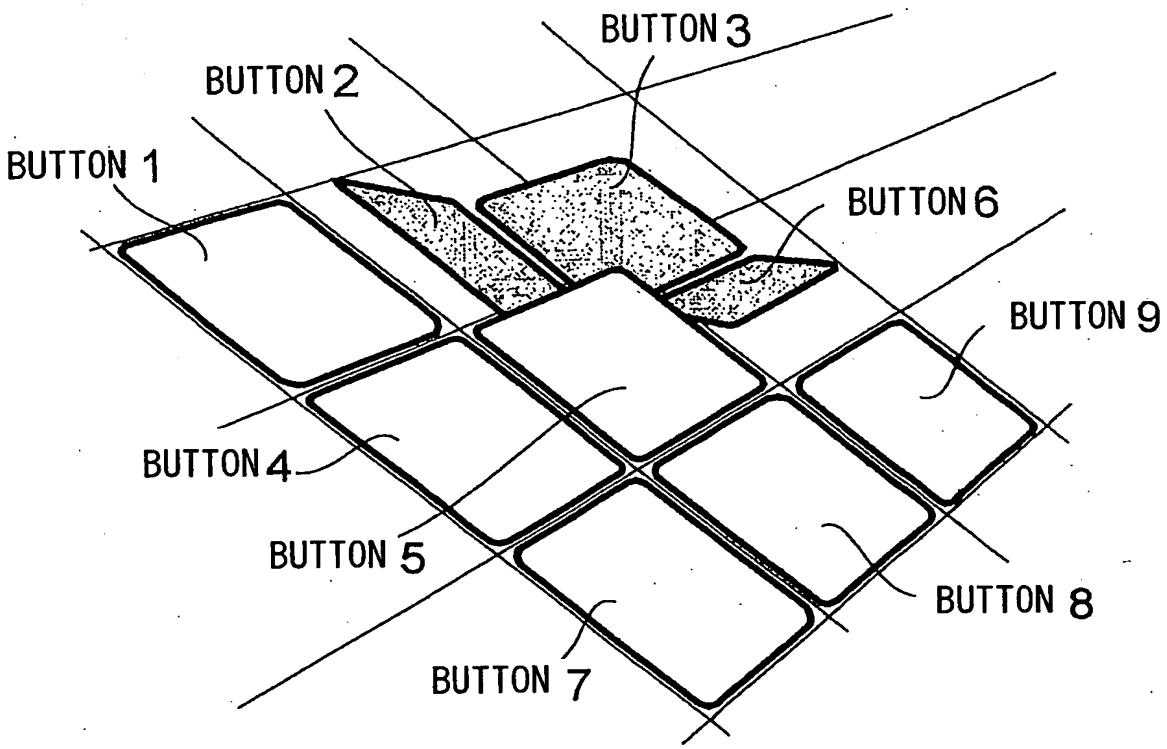
BUTTON 3
BUTTON 2
BUTTON 1
BUTTON 6
BUTTON 9
BUTTON 4
BUTTON 5
BUTTON 8
BUTTON 7

FIG. 7

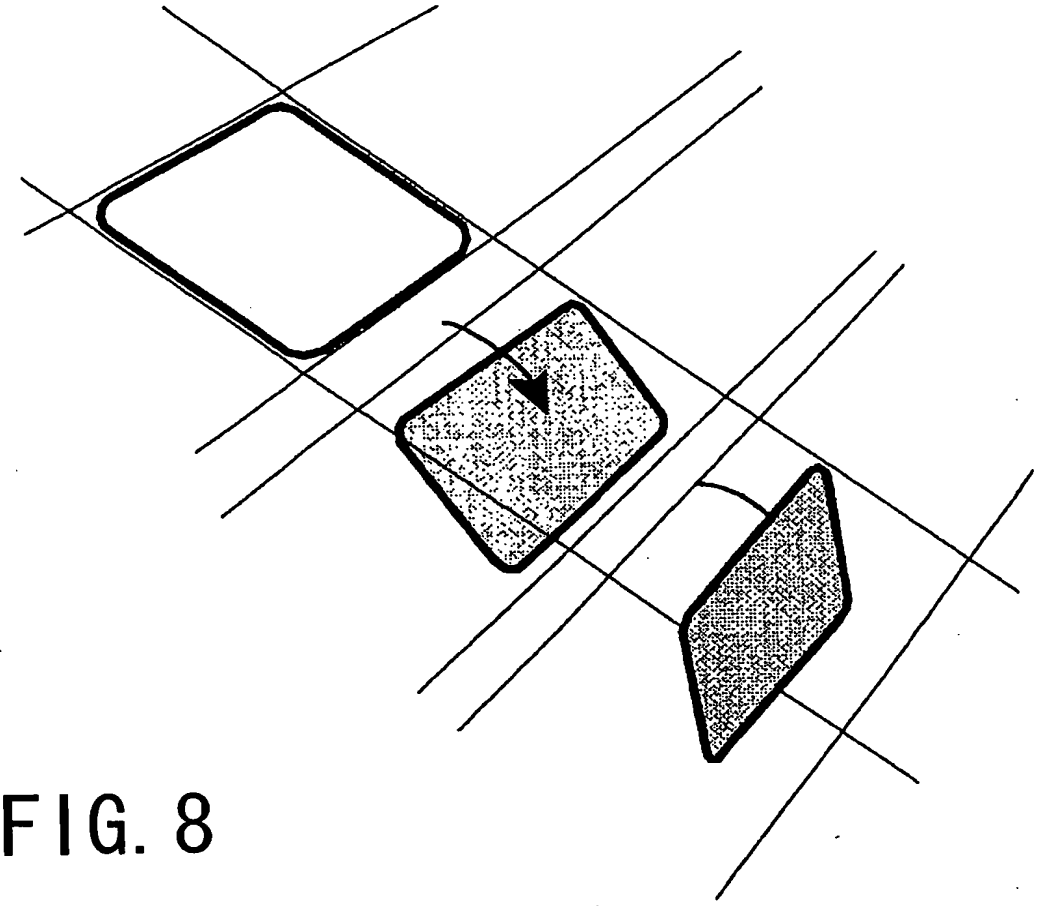

FIG. 8

901

BUTTON TO BE PUSHED	BUTTON TO BE ANIMATED
1	2, 4
2	1, 3, 5
3	2, 6
4	1, 5, 7
5	2, 4, 6, 8
6	3, 5, 9
7	4, 8
8	5, 7, 9
9	6, 8

FIG. 9

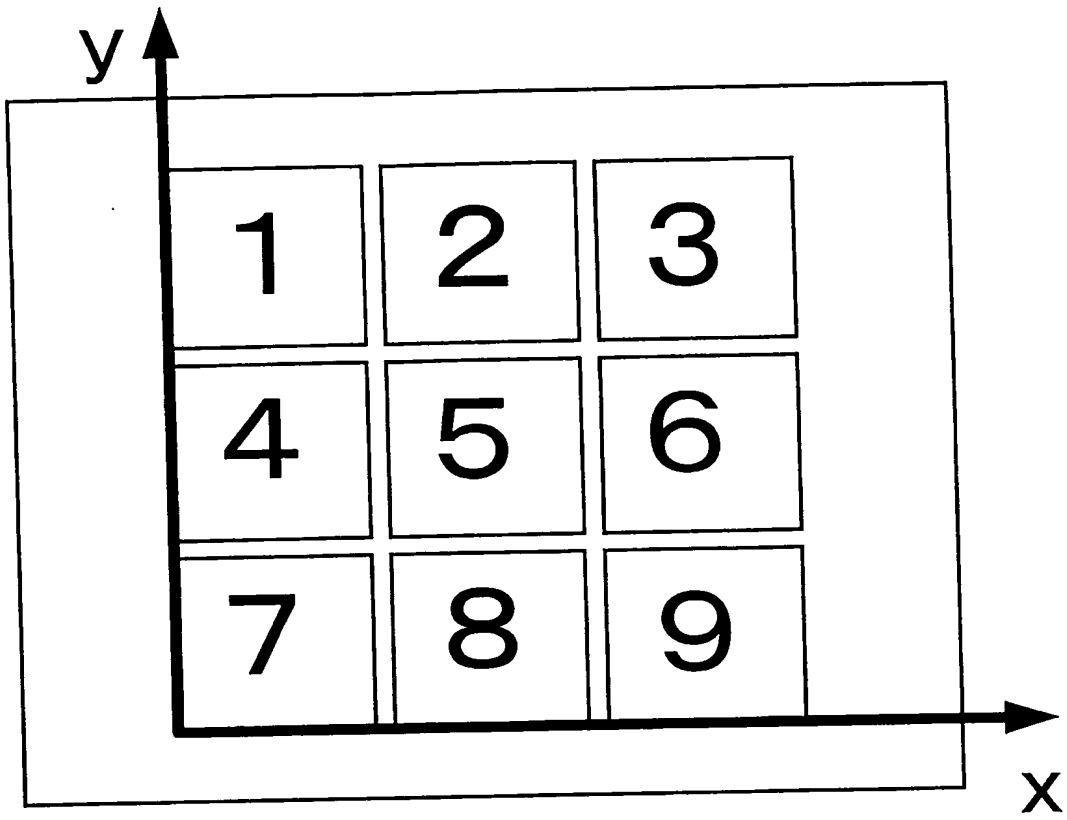

FIG.10(a)

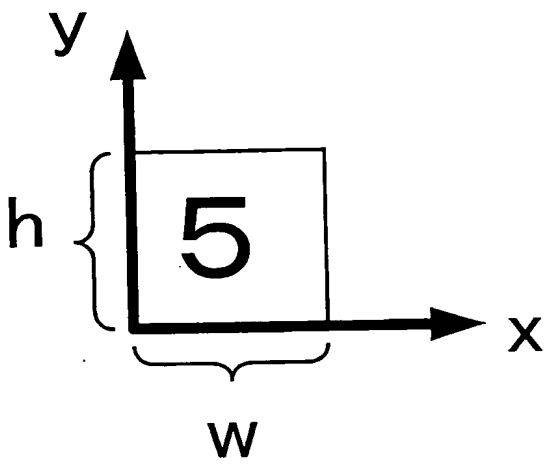

FIG.10(b)

1101

BUTTON TO BE PUSHED	MOVEMENT OF BUTTON 5
2	Rot(0,0)-(1,0),10,20,30,40 Mov(0,1),10,20,30,40
4	Rot(w,0)-(w,1),10,20,30,40 Mov(-1,0),10,20,30,40
6	Rot(0,0)-(0,1),10,20,30,40 Mov(1,0),10,20,30,40
8	Rot(0,h)-(1,h),10,20,30,40 Mov(0,-1),10,20,30,40

FIG.11

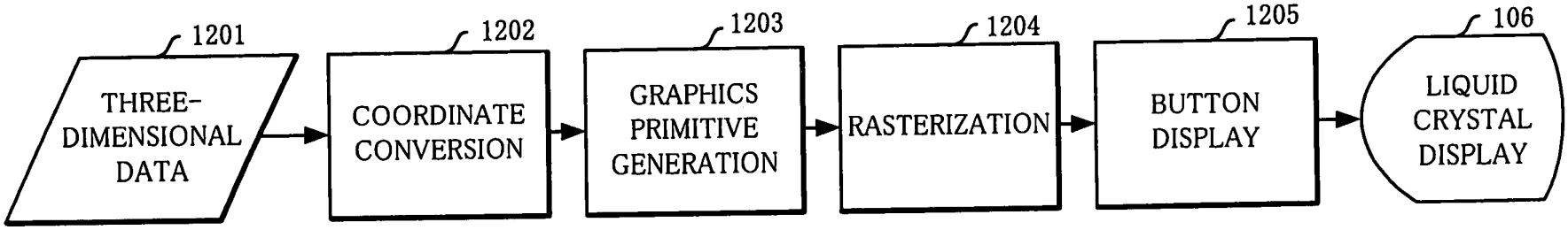
1201
THREE-DIMENSIONAL DATA
1202
COORDINATE CONVERSION
1203
GRAPHICS PRIMITIVE GENERATION
1204
RASTERIZATION
1205
BUTTON DISPLAY
106
LIQUID CRYSTAL DISPLAY

FIG.12

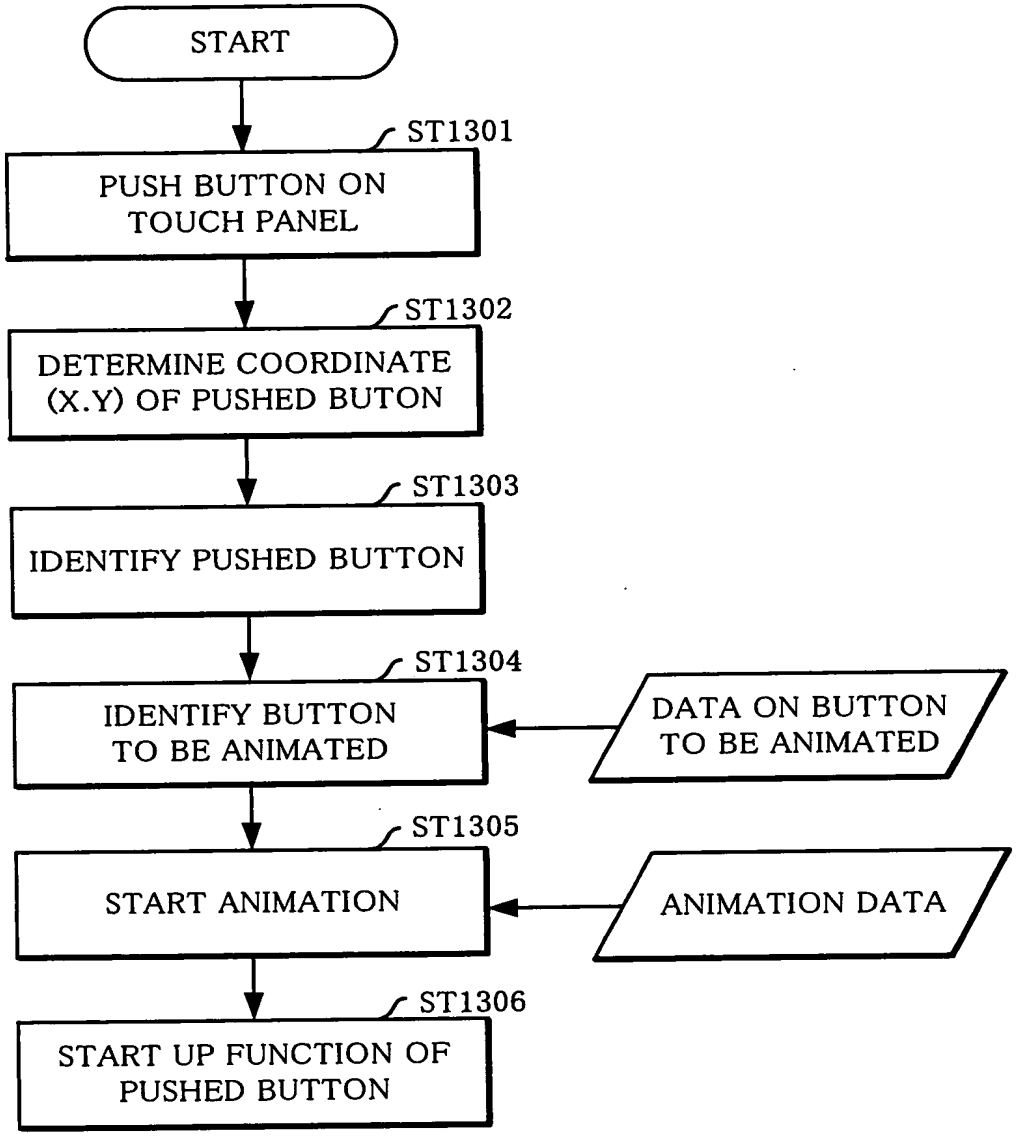
START
ST1301
PUSH BUTTON ON TOUCH PANEL
ST1302
DETERMINE COORDINATE (X.Y) OF PUSHED BUTON
ST1303
IDENTIFY PUSHED BUTTON
ST1304
IDENTIFY BUTTON TO BE ANIMATED
DATA ON BUTTON TO BE ANIMATED
ST1305
START ANIMATION
ANIMATION DATA
ST1306
START UP FUNCTION OF PUSHED BUTTON

FIG.13

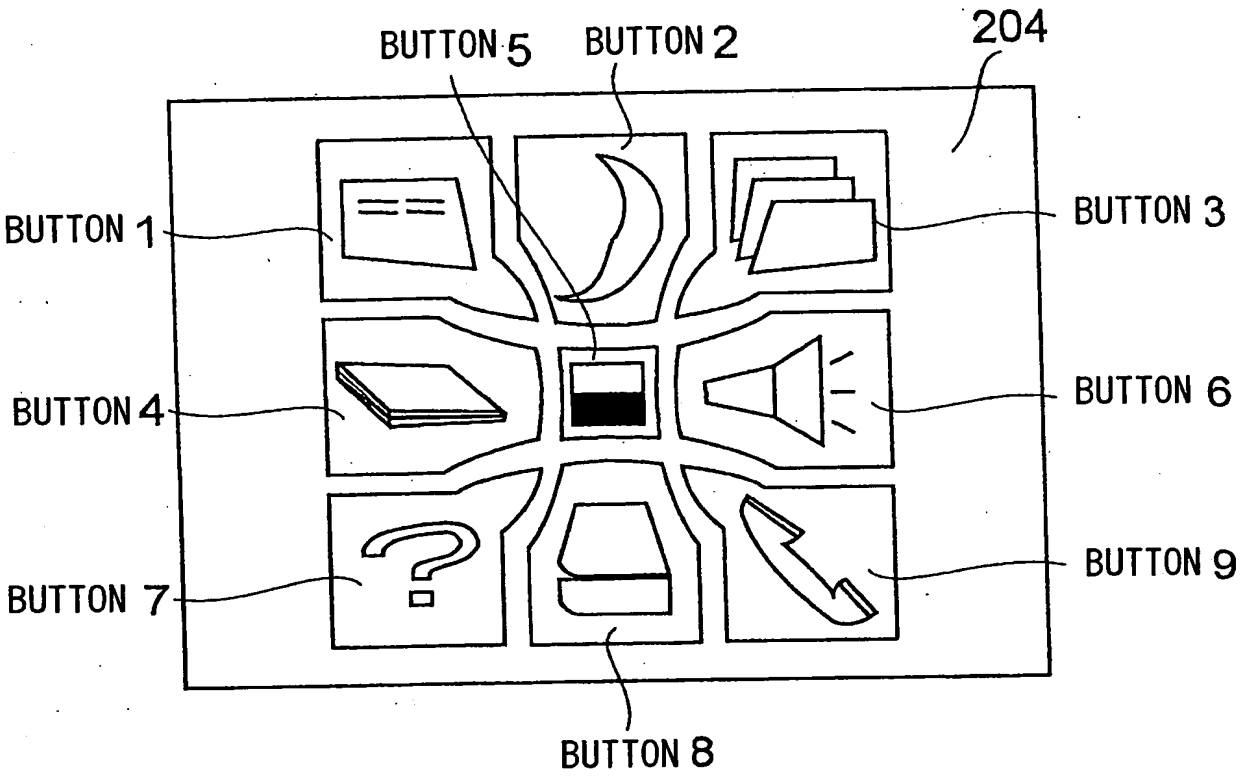
BUTTON 5
BUTTON 2
204
BUTTON 1
BUTTON 3
BUTTON 4
BUTTON 6
BUTTON 7
BUTTON 9
BUTTON 8

FIG. 14